

# SONIC

## THE COMIC

SPECIAL  
**3RD**  
BIRTHDAY ISSUE!

# FREE SPINNER!

THIS GIFT MISSING?  
ALERT YOUR  
NEWSAGENT  
NOW!



EARTHWORM  
JIM 2 & ZONE!

SEGA  
WORLD  
NEWS!



# TRIPLE TREAT!

**3**  
NEW  
STORIES

MIRACLE  
PLANETS  
REVOLUTIONS  
GROUNDED!



# WIN! 80 SEGA T-SHIRTS UP FOR GRABS!



e  
**3**  
Archive

# CONTROL ZONE

Hey, Boomers!

Way to go! Three whole years of suffering the humes-who-think-they're-in-charge have paid off! It does my pleasure circuits the power of good to tell you that the UK's official Sega-powered comic has reached its triple birthday issue (stirring round of applause!).

I'm glad I installed my heavy-duty batteries, 'cos not only is there a fabulous free gift - the super Sonic Spinner on the front cover - but there are three new stories...

Sonic stars in Return to the Miracle Planet and Revolution, and there's even a treat for Tails fans in a complete new story, called Grounded. Also, the Ghost Ship sails into the sunset with the final episode (let STC know if you want to see more of Captain Plunder).

There's also a Sega compo where you could win one of 80 T-shirt's, plus there's news on Segaworld... and just in case you missed the launch, there's a chance to scope out the Sega Saturn game True Pinball in the Review Zone. All this, and of course, the regular Q Zone wriggles your way in the form of Earthworm Jim 2.

Gotta go now, those lazy humes want more crispy bits and squash! I'd just like to say a mega-huge thank you to the Boomers who have stuck with STC since the onset, and to those who have joined along the way. Believe me, you ain't seen nothing yet!

Megadroid

## ALL CHANGE! STC on sale Wednesdays!

So much for the old hume saying about Wednesdays being full of woe! As from 12 June, Wednesdays are going to be a lot brighter. As from the next issue (STC 80), Sonic and co will be available in the shops every alternate Wednesday (not Saturday).

Could this be a ploy by Doctor Robotnik to try and baffle you Boomers? Don't be foiled, make a note in your calendars and choose Wednesdays as your fave day of the week (fortnight!).



SEGA COMPILED BY  
CHARTTRACK

↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- 1 NEW TOY STORY
- 2 ↓ FIFA SOCCER '96
- 3 ↓ SONIC AND KNUCKLES
- 4 ● SONIC THE HEDGEHOG 2
- 5 ↓ ECCO 2: THE TIDES OF TIME
- 6 ↓ MICKEY MANIA
- 7 ↓ TAZ-MANIA: ESCAPE FROM MARS
- 8 ↓ MICRO MACHINES '96
- 9 ● PSYCHO PINBALL
- 10 RE PGA TOUR GOLF '96

### SATURN

- 1 NEW WIPE OUT
- 2 ↑ VIRTUA COP
- 3 NEW MAGIC CARPET
- 4 ↓ SEGA RALLY
- 5 ● VIRTUA FIGHTER 2
- 6 ↓ FIFA SOCCER '96
- 7 ↓ D
- 8 ↓ WORMS
- 9 ↑ FIRESTORM: THUNDERHAWK 2
- 10 ↓ FT CHALLENGE

### MEGA-CD

- 1 ● EARTHWORM JIM
- 2 ● SOULSTAR
- 3 ● B.C. RACERS
- 4 ● BRUTAL: PAWS OF FURY
- 5 ↑ ETERNAL CHAMPIONS
- 6 ↓ WORLD CUP USA '94
- 7 ↓ SNATCHER
- 8 RE TOMCAT ALLEY
- 9 RE JAGUAR XJ220
- 10 RE SILPHEED

### GAME GEAR

- 1 ● SONIC CHAOS
- 2 TAZ-MANIA: ESCAPE FROM MARS
- 3 ↓ SONIC THE HEDGEHOG 2
- 4 RE FIFA SOCCER '96
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE REN AND STIMPY
- 7 ↓ SONIC THE HEDGEHOG
- 8 ↓ THE LION KING
- 9 ↓ MORTAL KOMBAT 2
- 10 RE DYNAMITE HEADY

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PUBLISHED BY SEGA LTD  
• SEGA LTD, 100, BROADWAY, LONDON W1A 3AA

Published every other Saturday by Fleetway Editions Ltd, 25/26 Avenue Road, London WC1N 3AU. Tel: 0171 244 4400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in England by BPC MAGAZINES (SOLIHULL) LTD., A MEMBER OF THE BRITISH PUBLISHING COMPANY LTD. Games played by Spectravision, Ballantine Printers Ltd, Goldstone. Originated by Pre-Press Ltd, Leeds. Copyright © Fleetway Editions Ltd, 1996. Copyright © Sega Enterprises Ltd. Traded by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by Gemini, Market Harborough, Leicestershire. Tel: 0181 674 1899 (Excludes Services). Advertising: Sarah Connell. Tel: 01773 344 6411. ISSN 0960 2041.

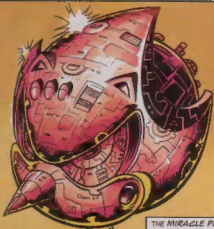
# SONIC

THE HEDGEHOG

## Return to the Miracle Planet

Script: NIGEL KITCHING Art: ROB CORONA  
Colouring: STEVE WHITE Lettering: ELLIE DE'VILLE

COMPLETE  
STORY



THE MIRACLE PLANET  
MATERIALISES OVER  
MOBIUS ONCE A MONTH.

ONCE FERTILE AND GREEN,  
IT NOW BEARS THE SCARS  
OF THE BROTHERHOOD  
OF METALLIX.

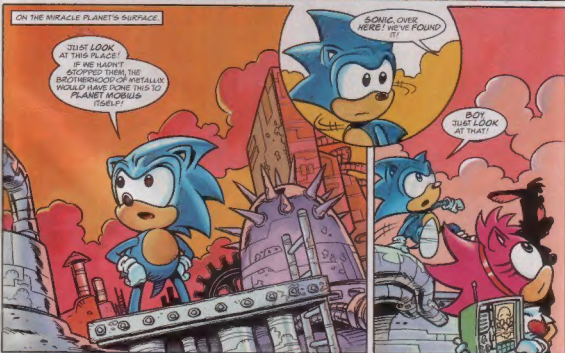
THIS IS THE MIRACLE PLANET'S  
FIRST APPEARANCE SINCE THE  
METALLIXES WERE DESTROYED.

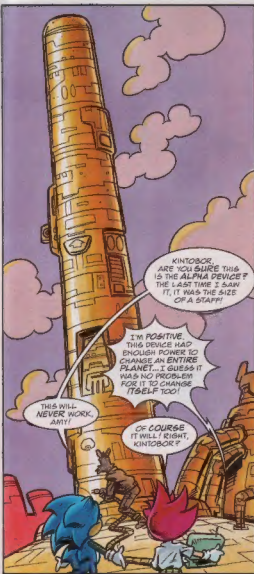
ON THE MIRACLE PLANET'S SURFACE.

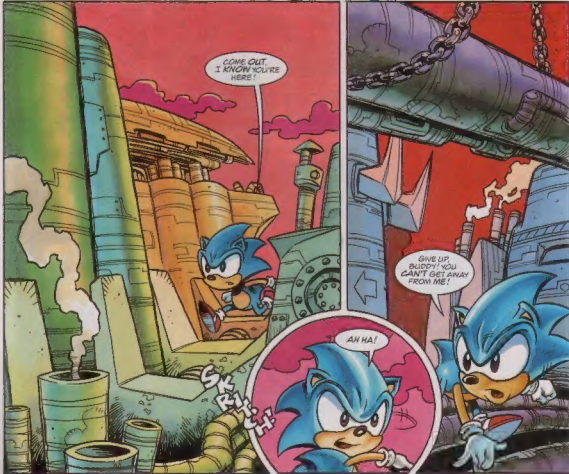
JUST LOOK  
AT THIS PLACE!  
IF WE HADN'T  
STOPPED THEM, THE  
BROTHERHOOD OF METALLIX  
WOULD HAVE DONE THIS TO  
PLANET MOBIUS  
ITSELF!

SONIC, OVER  
HERE! WE'VE FOUND  
IT!

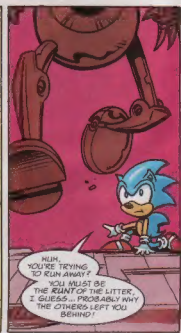
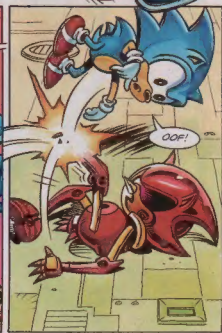
BOY  
JUST LOOK  
AT THAT!

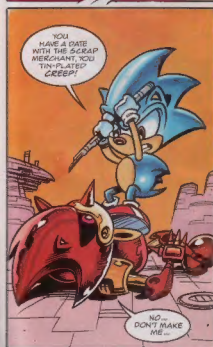
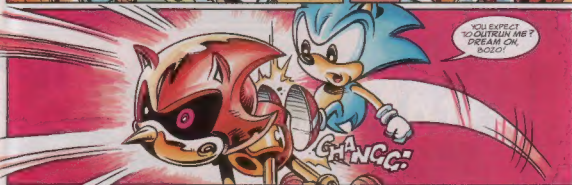
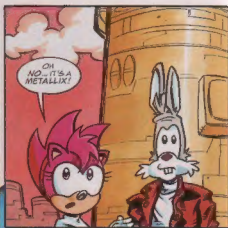
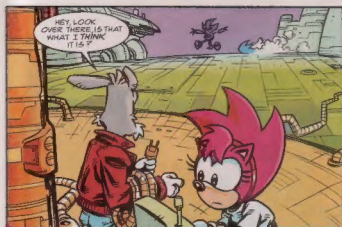


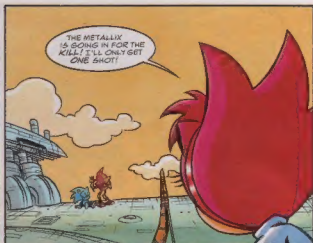




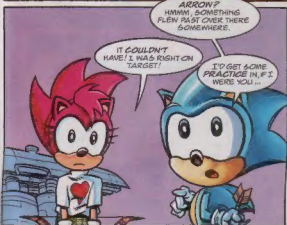
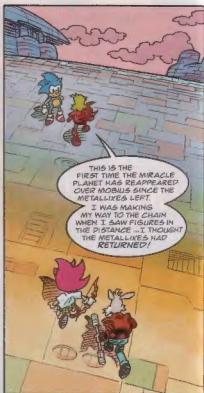












# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEGA'S RATING SYSTEM

UNDER 40 - TOWNVILLE

40-70 - NORMALVILLE

70-80 - FUN CITY

80-90 - BIG TIME CITY

OVER 90 - MEGA CITY

## TRUE PINBALL

Reviewed by David Gibbon

SATURN

GAME TYPE: PLATFORM

PLAYERS: 1-8

PUBLISHER: OCEAN

PRICE: £44.99

RELEASE DATE: MAY

AGE RANGE: 8+

You'll either love Pinball or hate it, but for all those who experienced playing *Psycho Pinball* on the Mega Drive, you'll know how addictive and fun it really can be.

Unlike most other pinball games, *True Pinball* for the Saturn is different in that it's played using either a 2D or 3D perspective. Graphically superb, using 32,000 colours, the game has four



different tables, which range from Law 'N' Justice through to Extreme Sports, as well as dozens of sub games such as casinos,



gyms and shooting ranges. Each table can be tilted through a number of 3D angles, offering increased playability and gameplay.

With up to eight people playing and up to 10 balls on the table at any time, *True Pinball* is a game that offers so much excitement and fun that you'll still be going back to play it in six months time!

### FINAL COUNTDOWN

#### RAVES

Fun, addictive and exciting with excellent graphics.



GRAPHICS 90

SOUND 82

#### GRAVES

Pinball may not be everyone's ball game!



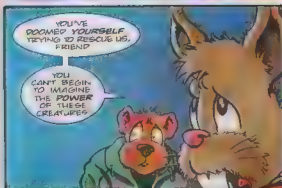
PLAYABILITY 85

OVERALL 86

THE POWER OF THE SACRED IDOL HAS  
TRANSPORTED KNUCKLES BACK TO THE  
HAND OF THE THREE EVIL TANTAROK

HIS PLANS TO RESCUE THE PRISONERS  
ON BOARD HAVE ALREADY GONE WRONG!

RETURN  
TO US THE IDOL OF  
TANTAROK



YOU'VE  
DOOMED YOURSELF  
TRYING TO RESCUE US,  
FRIEND

YOU  
CAN'T BEGIN  
TO IMAGINE  
THE POWER  
OF THESE  
CREATURES



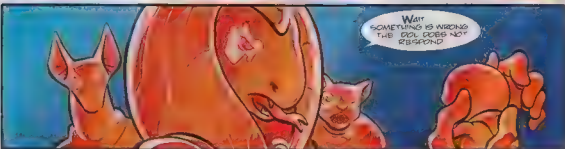
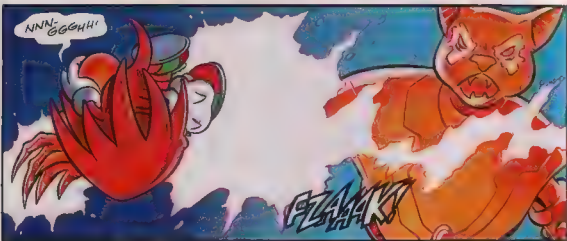
I KNOW.  
I'VE SEEN WHAT  
THESE MONSTERS  
ARE CAPABLE  
OF!

I REALISE  
HOW SLIMMY  
THINGS ARE  
AGAINST  
THEM



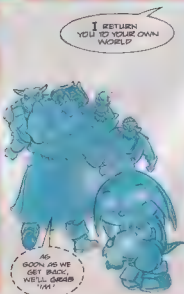
BUT  
NOTHING CAN  
STOP ME FROM  
TRYING!

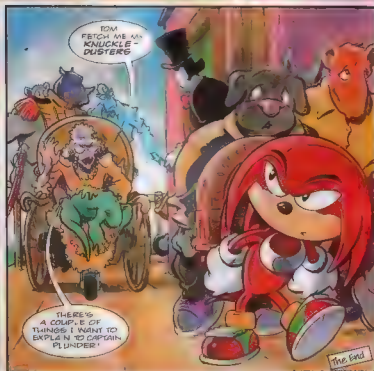












# SEGA WORLD

## IS COMING...

REPORT BY CHRISTOPHER JONES

This August sees the opening of Segaworld at the Trocadero in Piccadilly Circus, London. Work is already well under way to create a next generation theme park, spread over an incredible seven floors and packed with cutting edge games technology.



Sega's first futuractive indoor theme park giving the public a taste of the future of games entertainment was the Joypolis, which opened in 1994 in Japan. This has been a huge success with around one million people visiting each year.

Segaworld will be a futuristic technological paradise in the heart of London. Upon entry you will be zoomed up to the top floor by rocket escalator and then you can work your way down the floors, encountering the uniquely themed levels containing special rides and interactive experiences. Some of the themed areas include the Sports Area, Combat Zone, Race Track and Flight Deck.



Indeed, a trip to Segaworld will be an experience that you get involved in. Six rides will be in place that exploit Mega Visor Display (MVD) technology. An MVD helmet will be fitted on a visitor and then a virtual reality image will be projected on it so that the visitor has a 360 degree view of the ride's environment.

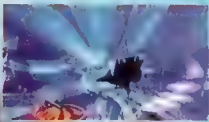
For example, if looking down on the 'Space Mission' ride, your clothes will transform into a space suit! With a moving ride linked up to the projected images,

visitors will be able to interact with their surroundings.

The other five rides that will feature this exciting technology will be *Beast in Darkness*, *AS1 Simulator*, *Mad Bazooka*, *Ghost Hunt* and *Aqua Planet*. In fact, during tests on the *Aqua Planet*,

an under sea adventure, people actually held their breath because it seemed as though



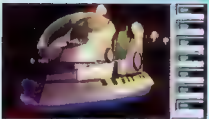
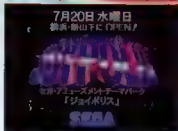


they were really under water! The thrill of these rides is obvious each visitor will feel like their time in the game was totally original and directly related to them.

Segaworld is expected to cost about £10-£15 in admission and it is thought that the average time spent trying out all the rides will be about four to five hours ... Pretty thirsty work, but don't worry, there will be places to get food plus special Sega shops selling Sega goodies!

With one major new attraction set to open every year and new technological developments rapidly incorporated, Segaworld will be a continual out-of-this-world experience

Watch out for more Segaworld news in STC



# TAILS GROUNDED

Script: BEN STRINGER Art: ROM CORONA  
Colouring: GINA HART Lettering: TOM FRANK

COMPLETE  
NEW  
STORY

THE AQUATIC RUIN ZONE  
ON PLANET MOBIUS.

SONIC SENT ME HERE TO INVESTIGATE  
REMAINS OF A NEW WARMIN' SEEN AROUND THE  
OLD RUINS BUT NO SIGN OF ANYTHING YET

WUP LOOKS  
LIKE SPOTS  
TOO SOON

PITY SONIC, AMY AND JOHNNY  
AREN'T HERE TO HELP BUT  
I SHOULD BE ABLE TO TACKLE  
THIS ON MY OWN. NO  
PROBLEM

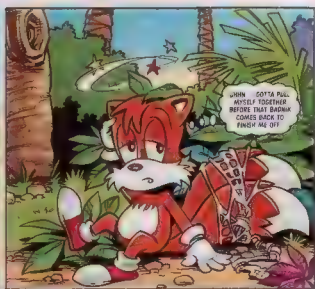
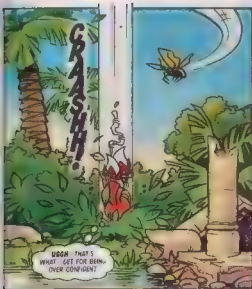
THE BEST OF THE MOBIUS ZONE  
THE METROPOLIS ZONE  
SEE SONIC'S ADVENTURE  
ISSUE 11

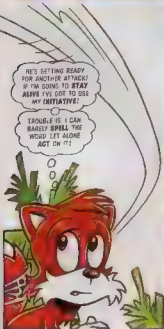
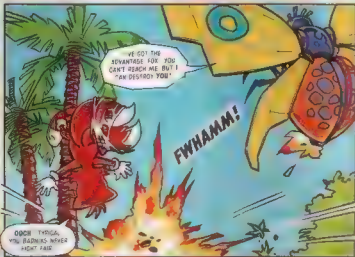
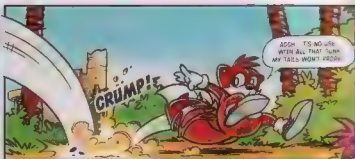
FFSSSSSS!

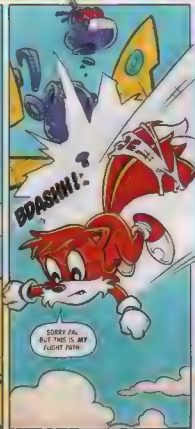
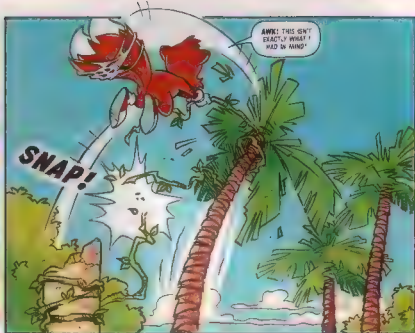
'PEEN'

MY TAIL'S  
TIED TOGETHER. CAN'T  
MOVE. HELLO?













# ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR NEWS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TWISTUCK PLACE, LONDON, WC1N 9SU.



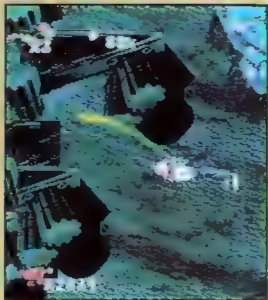
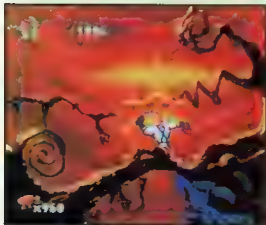
Here's a selection of codes and moves brought to you by Chris Jones.

## EARTHWORM JIM 2

PART 1



The worm with attitude is back, and all he needs is you to guide him through the many interesting levels. This is the best platform game ever to hit the Mega Drive - it's an original and fun game, full of flashes of genius. The smooth animation of Jim is top class and his battle to prevent the evil, Psycrow from marrying Princess What's-Her-Name takes you to many wonderful places. "Tender" as Jim himself might say!



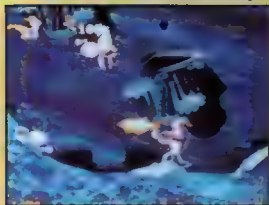
Remember, it takes practice to make the following information work, so keep trying and you'll get the fun you deserve. J Ellerey of London and Samuel Bridgett of Surrey, this is for you.

### LEVEL TIPS

#### ANYTHING BUT TANGERINES

To get past the lake, get a pig and put it on the slide before you try and cross the lake. Piggy will keep the bad guy busy. Remember, everything is reachable on this level. In general though, keep heading for the tops of the screen.





### LORENZO'S SOIL

Use your gun to crumble rock away in order to allow you to progress. Spray gunfire around to create more rock fall. Again, the finish is ultimately reached by heading up. The piles of fallen rock will always help you out.

### PUPPY LOVE (LEVELS 3, 6 & 10)

Always go for the first pup thrown and follow the sequence. An attack by the dog will take 30% of your energy away. When the bomb appears, make sure you bounce it across. Three bombs home will let you progress.

### BLIND CAVE SALAMANDER

Follow the arrows to get to the gameshow round. Use the money worm cheat to get extra meal worms that will give you more questions in the quiz. Good Luck with trying to get the crazy answers.



### CIRCUS OF SCARS

Avoid Evil the Cat who is flying around. Do not go on whatever spot he flies off the screen because that is where he comes back

### THE FLYIN' KING

Bump your balloon to the end of the level and shoot it near the monster to move on. If soldiers cling onto your ship, turn around several times to dislodge them. Get to the end faster by using the rockets at the top of the screen to give you and the balloon a push.

### ODDERLY ABDUCTED

Get the Cows to their milking stations. Watch out for alien ships who want to steal your Fresians. And remember to dunk all the special Cow bombs in a vat of milk before the counter ticks out. Do this or allow it to be kidnapped and go off the screen with the alien again before the timer runs out. Terrible consequences await if you fail here ... The homing gun and the whip can help break the cows free from the UFO's tractor beam

### ISO 9000

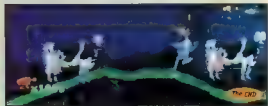
Use the mice to start the machinery. Get past the firing cabinets with the help of draw number two.

### LEVEL A1E

The salt shaker is invincible but you can shoot it to make it back off. Failing this, find another target for it

### SEE JIM RUN. RUN JIM RUN

No tips for the last level. Only those who "Think Jim, feel Jim and are Jim" will reach a state of Jimdom.



NEXT ISSUE: EARTHWORM JIM 2: TREASURES AND MORE

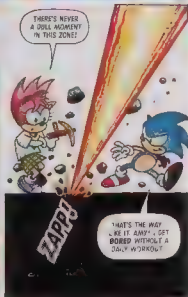
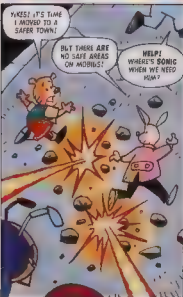
# SONIC'S WORLD *Revolution*

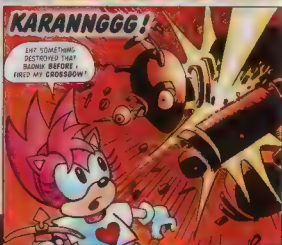
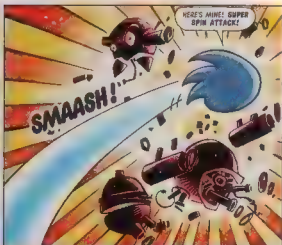
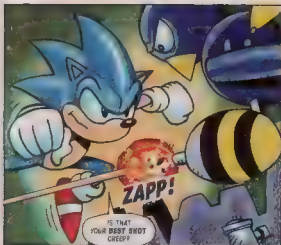
NEW  
STORY

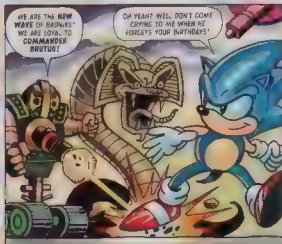
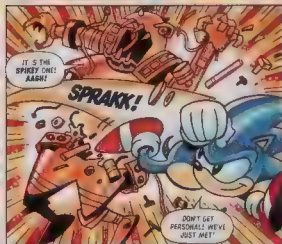
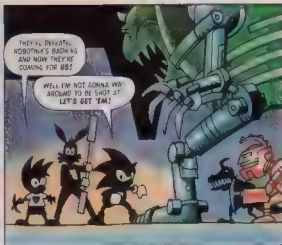
EVERY NOW AND THEN DOCTOR  
ROBOTNIK UNLEASHES A BADWAVE  
ATTACK ON THE CITIZENS OF THE  
METROPOLIS ZONE.

JUST TO REMIND THEM  
WHO'S IN CHARGE!

INCOMING!









IF I THOUGHT LIFE WOULD BE BETTER IF YOU RULED ANDROIDS, I'D HELP YOU DEFEAT HOGGINK. BUT I'VE A FEELING IT'D BE TEN TIMES WORSE!

ONLY TEN TIMES WORSE: I INTEND TO INCREASE POLLUTION LEVELS TO DESTROY ALL NON-ROBOT LIFE FORMS!

SKDANNG!

FOOL! HAVE YOU FORGOTTEN THAT YOU CAN ONLY DAMAGE ME WHEN YOU'RE SUPER-SONIC?

THAT ONLY HAPPENS WHEN I LOSE MY COOL - BUT IT'LL BE WORTH IT TO TAKE YOU DOWN, CREEP!

YOU WON'T GET THE CHANCE, SPIKEROLL! I'VE UPGRADED MY BLASTER TO MATCH YOUR SPEED!

VAMM!

BOOM!

SONIC!

THE FIGHT IS FINISHED, OUTLAWS! YOU ARE MY PRISONERS!

SONIC THE HEDGEHOG IS DEFEATED... NOW NO-ONE CAN STOP ME!

NEXT ISSUE: BRUTUS RULES?





EITHER POST YOUR MAIL TO:  
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

OR SEND US A EMAIL: [STC@EGMONT.CO.UK](mailto:STC@EGMONT.CO.UK) OR 020 899 6000

Sonic & Amy toast  
more refreshing  
adventures!



Jack Wilson, Avenbridge, Scotland.  
Sonic & Knuckles Camera Winner.

## TWIST YER ARMADILLO

Dear Megadroid,

I have pin-ups of all the Chaotix Crew, except for Mighty the Armadillo. Why not do me a favur and print one of him, otherwise I'll come round and bust your circuits! Aden Carlile, Newbold, Chesterfield.  
Sonic & Knuckles Camera Winner.



Lucky for you Aden, you've caught me on a day when my circuits have just been oiled. As I'm feeling rather generous and am prepared to overlook the fact that you forgot to say please, there'll be a Mighty pin-up in STC 80.

## YELLOW WISH!

Dear Megadroid,

I would like to see more of the Super Sonic character in your stories, where Sonic changes his colour.

Michael Toomey, Sittingbourne, Kent. MD2 owner.  
Sonic & Knuckles Camera Winner.



You won't have long to wait, Michael. Check out next issue's STC for the start of a new three parter, featuring Super Sonic, called The Fury.

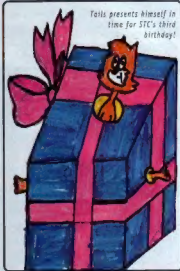
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Tails presents himself in  
time for STC's third  
birthday!

Holly Chatwin, Boroughbridge, N Yorks.  
Sonic & Knuckles Camera Winner.

## WHO'S WHO!

Dear Megadroid,

What are the names of the three Freedom Fighters - the bumble bee, the porcupine with the horn, and an alligator?

Charles Large, Wilmslow, Cheshire.  
Sonic & Knuckles Camera Winner.



Pay attention now, Charles. The three Freedom Fighters are Amy, Johnny and Porker (although Porker has since moved to Knuckles' Floating Island). The descriptions you give are for the Chaotix Crew who include Charmy Bee, Espio the Chameleon and Vector the Crocodile. The fourth member is Mighty the Armadillo.

# NEXT ISSUE

## SONIC SEETHES YELLOW!



NEW  
SUPERSONIC  
STORY

NEW  
TWO-PART  
STORY

**CHAOTIX CREW!**  
FUNDAMENTAL FOUR!

COMPLETE  
STORY

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MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

..... AS A COMIC STRIP IN STC.


THIS ISSUE'S  
MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 79

% 

Post to: Data Strip/Sonic The Comic,  
25/31 Tavistock Place,  
London WC1H 9SU.